

GATES OF DELIRIUM INSTRUCTIONS CORRECTIONS

At the bottom of page 9

It reads : the HPM for a character increases by 150 for every 1000 experience...

Should read: the HPM for a character increases by 150 for every 150 experience...

The table on page 4

RACE	MAX.	STRENGTH	DEXTERITY	INTELLIGENCE	WISDOM
Dwarf		75	99	75	50
Elf		75	50	75	99
Human		75	75	75	75
Gnome		25	99	99	75
Orc		99	75	50	75

When you are in transact mode with a merchant and you wish to quit transacting, you can hit the <Q> key and then the <ENTER> key to quit transacting. This can be used in any other case where you wish to leave a command where a response is necessary.

When you attack or are attacked by a monster, the program will switch to an attack screen where your entire party and the entire monster party are displayed. You will be given a chance to Attack, Cast a spell, Move or just Pass the turn with each of your party members. The party member who is awaiting a command will flash as he awaits your command for him. Pressing the <SPACE BAR> will pass his turn or if a short time expires the game will switch to the next party member. You may not exit the attack mode until you kill all of the monsters in the attacking party or your entire party has been killed. After each member of your party has made a move each member of the attacking monsters will make a move also.

One hint for playing the game is that you only start with the character that you create and you can have up to 8 characters in your party. One of your first goals when playing should be to find out how to get characters to join with you in your quest and then to locate them.

ALSO NOTE:

The prizes for "The Gates of Delirium Contest" are as follows:

GRAND PRIZE: Color Computer 3

5 SECOND PRIZES: one game of your choice from Diecom Products Inc.

5 THIRD PRIZES: a baseball hat with Diecom Products Inc. logo